Elementary STEM Discipline Connections to Framework, Processes and Practices

New Science Framework

Mastery of Science Content, Concepts and Dimensions 1-3 Pre-KS thru 5th

http://www.nap.edu/catalog.php?record id=13165

Dimension 1

Scientific and Engineering Practices

- 1. Asking questions (for science) and defining problems (for engineering)
- 2. Developing and using models
- 3. Planning and carrying out investigations
- 4. Analyzing and interpreting data
- 5. Using mathematics and computational thinking
- 6. Constructing explanations (for science) and designing solutions (for engineering)
- 7. Engaging in argument from evidence
- 8. Obtaining, evaluating, and communicating information

Dimension 2

Crosscutting Concepts Crosscutting Concepts

- 1. Patterns
- 2. Cause and effect: Mechanism and explanation
- 3. Scale, proportion, and quantity
- 4. Systems and system models
- 5. Energy and matter: Flows, cycles, and conservation
- 6. Structure and function
- 7. Stability and change

Dimension 3

Disciplinary Core Ideas

Physical Sciences

Life Sciences

Earth and Space Sciences

Engineering, Technology, and the Applications of Science

ETS 1: Engineering design

ETS 2: Links among engineering, technology, science, and society

ITEEA

Listing of Standards for technological Literacy K-5th Grades

http://www.iteaconnect.org

The Nature of Technology

Technology and Society

Design

Abilities for a Technological World

The Designed World

Maryland Technology Literacy Standards for Students

http://marylandpublicschools.org/NR/r donlyres/CFAE6DE8-94E4-4D72A1DE-50061B2B2A05/13089/MTLSSComplete 1.pdf

1.0 Technology Systems

2.0 Digital Citizenship

3.0 Technology for Learning and Collaboration

4.0 Technology for Communication and Expression

5.0 Technology for Information

6.0 Technology for Problem-Solving and Decision-Making

Engineering Design Process for Elementary

The Engineering Design Process is cyclical and can begin at any step, or move back and forth between steps numerous times.

http://www.iteea.org/TAA/PDF s/xstnd.pdf

Technology Process Tool

Technology is everything that is human-made or human-altered. It is how humans have modified the natural world to meet their needs and wants.

Children's Engineering Educators. LLC 2009.

Ask a question/ See Problems

Imagine / Brainstorm

Create Solutions

Plan / Test Solutions

Improve / Evaluate Solutions

Maryland Common Core Mathematical Practices

http://mdk12.org/instruction/cur
riculum/mathematics/index.html

- 1. Making sense of problems and persevere in solving them
- 2. Reason abstractly and quantitatively
- 3. Construct viable arguments and critique the reasoning of others
- 4. Model with mathematics
- 5. Use appropriate tools strategically
- 6. Attend to precision
- 7. Look for and make use of structure
- 8. Look for and express regularity in repeated reasoning